CLAIM AMENDMENTS

1. (Currently amended) An apparatus for storing and collecting arcade game data comprising:

a game processing system for a competitive multiple player game comprised of a plurality of unit controllers;

a data output system in electrical communication with said game processing system; and

a data collection unit having a data collection device, said data collection unit in ~~wireless~~ communication with said data output system, wherein said data collection device is actuated manually for the entry of at least a portion of said arcade game data.

2. (Original) The apparatus of claim 1 wherein said data collection unit communicates game accounting data to and from said data output system.

3. (Previously presented) The apparatus of claim 1 wherein said game processing system further comprises:

a main controller.

4. (original) The apparatus of claim 3 wherein said game processing system further comprises a clock.

5. (Previously presented) The apparatus of claim 1 wherein said data output system comprises:

a processor;

a plurality of I/O ports;

memory; and

a communications port.

6. (Original) The apparatus of claim 5 wherein said communications port uses infrared, radio, or serial data transmissions.

7. (Original) The apparatus of claim 5 wherein said communications port uses standard Infrared Data Association (IrDA) compliant communications.

8. (Original) The apparatus of claim 5 wherein said data collection unit communicates game accounting data to and from said data output system through said communications port.

9. (Currently amended) An apparatus for storing and collecting arcade game data comprising:

a game processing system for a competitive multiple player game comprised of a plurality of unit controllers;

an output processing system in electrical communication with said game processing system;

a data output system in electrical communication with said output processing system; and

a data collection unit having a data collection device, said data collection unit in wireless communication with said data output system, wherein said data collection device is actuated manually for the entry of at least a portion of said arcade game data.

10. (Original) The apparatus of claim 9 wherein said data collection unit communicates game accounting data to and from said data output system.

11. (Previously presented) The apparatus of claim 9 wherein said game processing system further comprises:

a main controller.

12. (Original) The apparatus of claim 11 wherein said game processing system further comprises a clock.

13. (Original) The apparatus of claim 9 wherein said output processing system is implemented via a micro controller or via a personal computer.

14. (Previously presented) The apparatus of claim 9 wherein said data output system comprises:

a processor;

a plurality of I/O ports;

memory; and

a communications port.

15. (Original) The apparatus of claim 14 wherein said communications port uses infrared, radio, or serial data transmissions.

16. (Original) The apparatus of claim 14 wherein said communications port uses standard Infrared Data Association (IrDA) compliant communications.

17. (Original) The apparatus of claim 14 wherein said data collection unit communicates game accounting data to and from said data output system through said communications port.

18. (Currently amended) A method for operating an accounting system for arcade game data comprising the steps of:

operating an arcade game having a game processing system for a competitive multiple player game;

storing game accounting data at said game processing system;

establishing wireless communications between said arcade game and a data collection unit having a data collection device;

manually entering at least a portion of said game accounting data into said data collection unit;

collecting said game accounting data onto said data collection unit;

storing said game accounting data on said data collection unit;

processing said game accounting data on said data collection unit; and

allowing uninterrupted performance of game play from said arcade game during said collection of game accounting data.

19. (Previously presented) The method of claim 18 wherein the step of manually entering game accounting data comprises actuating the data collection device to indicate the award of a corresponding prize from said arcade game.

20. (Currently amended) An apparatus for storing and collecting arcade game data from a competitive multiple player arcade game operated by a game attendant, said apparatus comprising:

a game processing system comprised of a plurality of unit controllers;

a data output system in electrical communication with said game processing system; and

a data collection unit having a data collection device, said data collection unit in wireless communication with said data output system, wherein said data collection device is actuated by said game attendant for the entry of at least a portion of said arcade game data.